



***BIENVENUE À  
MOBILE LAND !***

A large white speech bubble with a thick black outline is centered on a green background with a white dot pattern. The bubble has a tail pointing towards the bottom right.

***QU'EST-CE QU'ON FAIT ?***

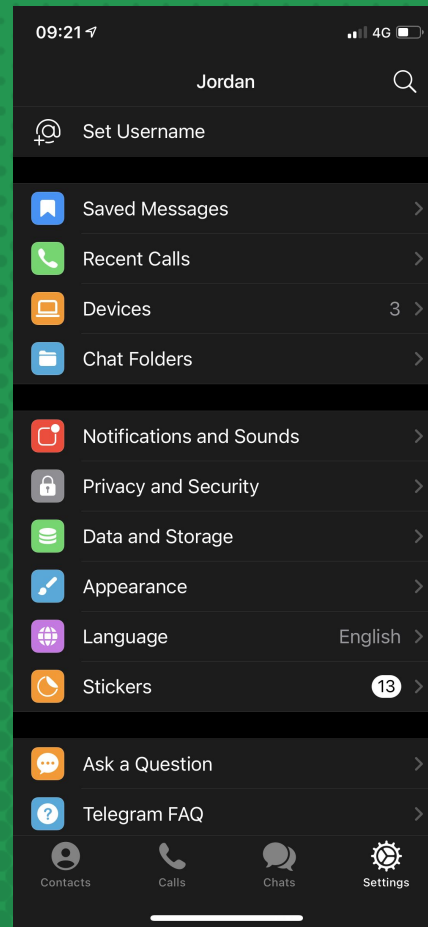
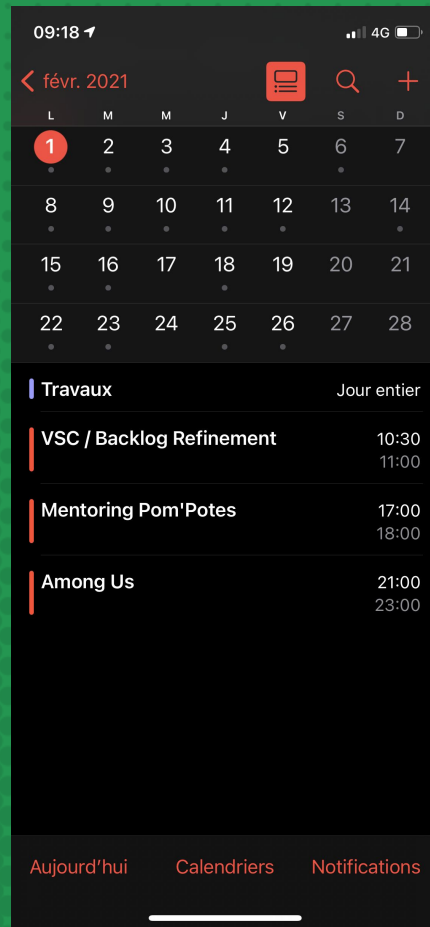
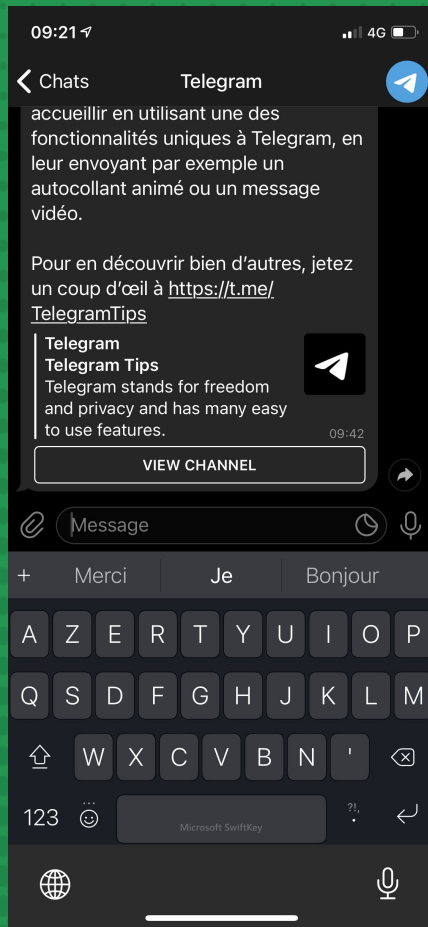
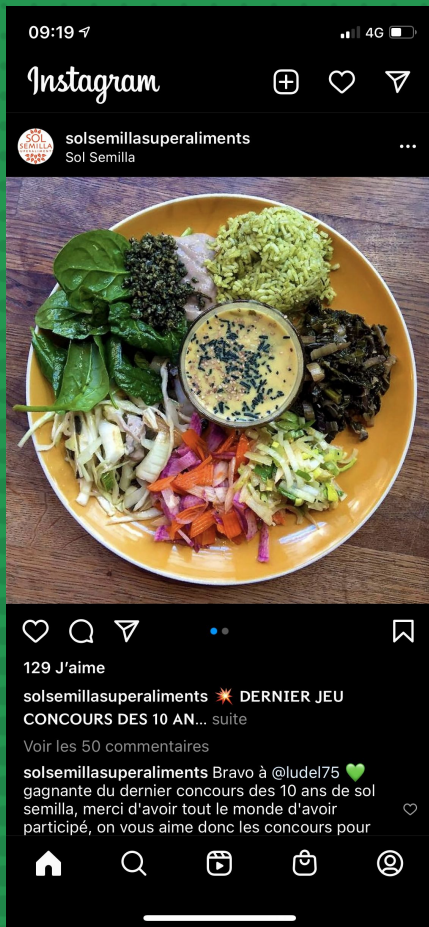
Les français veulent savoir.

# ***DES LISTES***



***PRENEZ VOTRE  
TÉLÉPHONE***







***ON EST DES  
LIST DEVELOPERS***



A large, white speech bubble with a thick black outline is centered on a green background with a white dot pattern. The bubble has a tail pointing towards the bottom right. Inside the bubble, there is text in two lines.

***EEET... C'EST TOUT ?***

Ouais non parce que, bah c'est nul.

# UN TAS DE COMPOSANTS



Send



Today	3	45	
Thu Aug 3	4	50	
Fri Aug 4	5	55	
Sat Aug 5	6	00	AM
Sun Aug 6	7	05	PM
Mon Aug 7	8	10	
Tue Aug 8	9	15	



BUTTON



Mon, Feb 11, 2013

Jan	10	2012
Feb	11	2013
Mar	12	2014

Done





***ANIMATIONS,  
NAVIGATION.***

***ACCESSIBILITÉ***



# ***LE "BACK-END DU FRONT"***



# ***CAPTEURS DU TÉLÉPHONE***

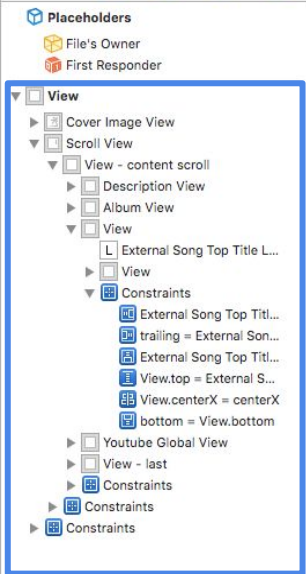




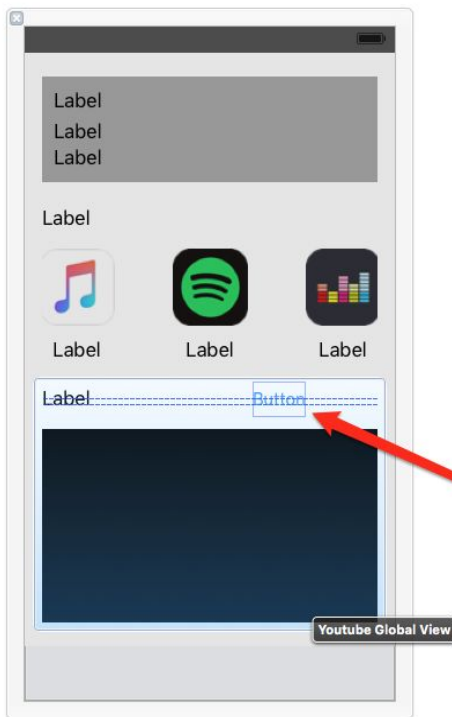
***IL PARAÎT QUE VOUS FAITES  
QUE DU DRAG & DROP.***

C'trop facile quoi.



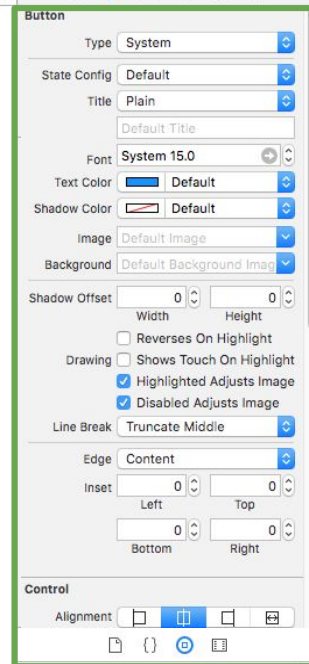


Hierarchie  
des vues



Paramètres

Drag & drop



Label - A variably sized amount of static text.

Button - Intercepts touch events and sends an action message to a target object when it's tapped.

1 2 Segmented Control - Displays multiple segments, each of which functions as a discrete button.

Text Text Field - Displays editable text and sends an action message to a target object when Return is tap...

Slider - Displays a continuous range of values and allows the selection of a single value.

Filter

Filter

Filter

Auto

Filter

All Output

Filter

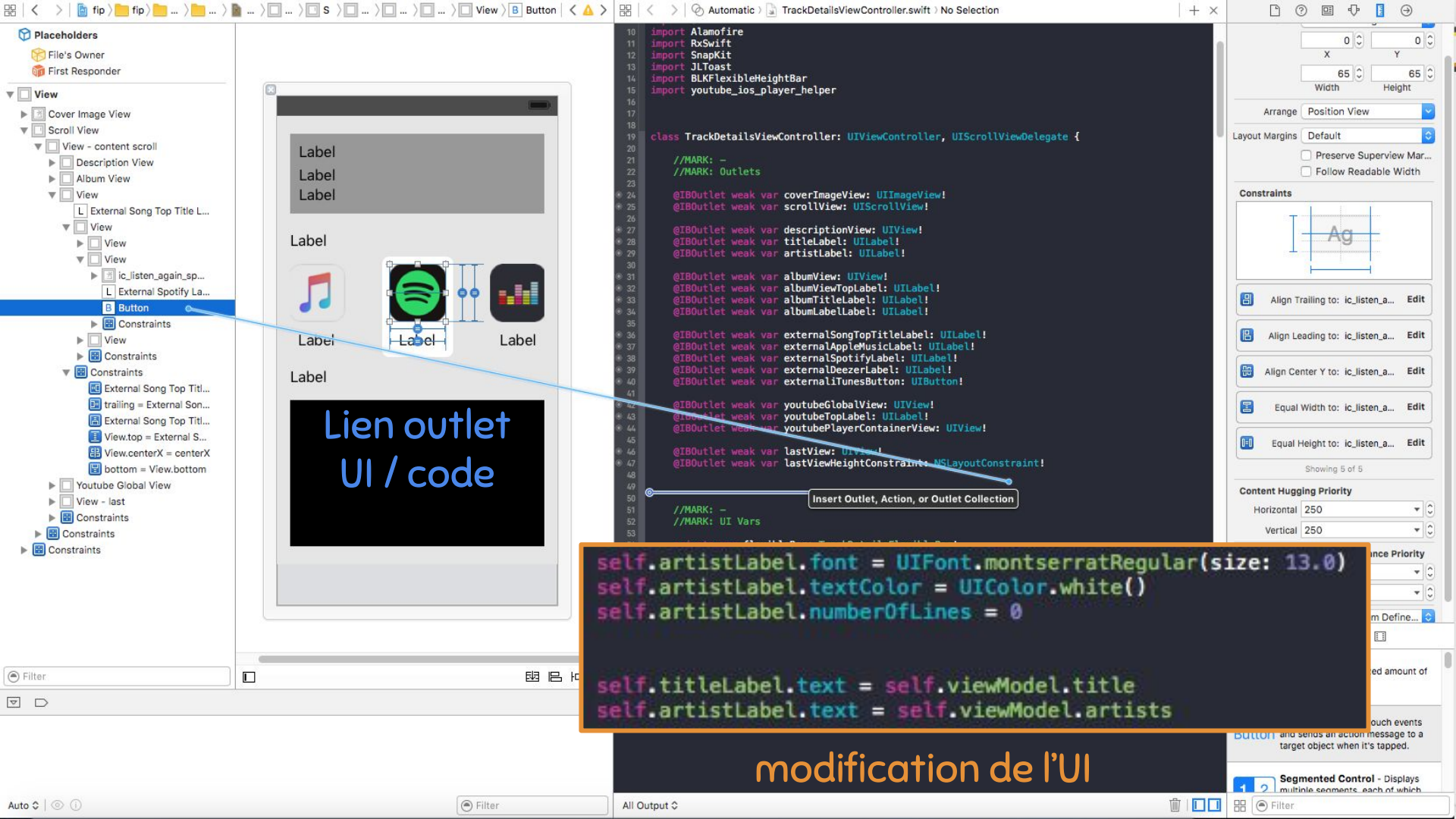
Filter

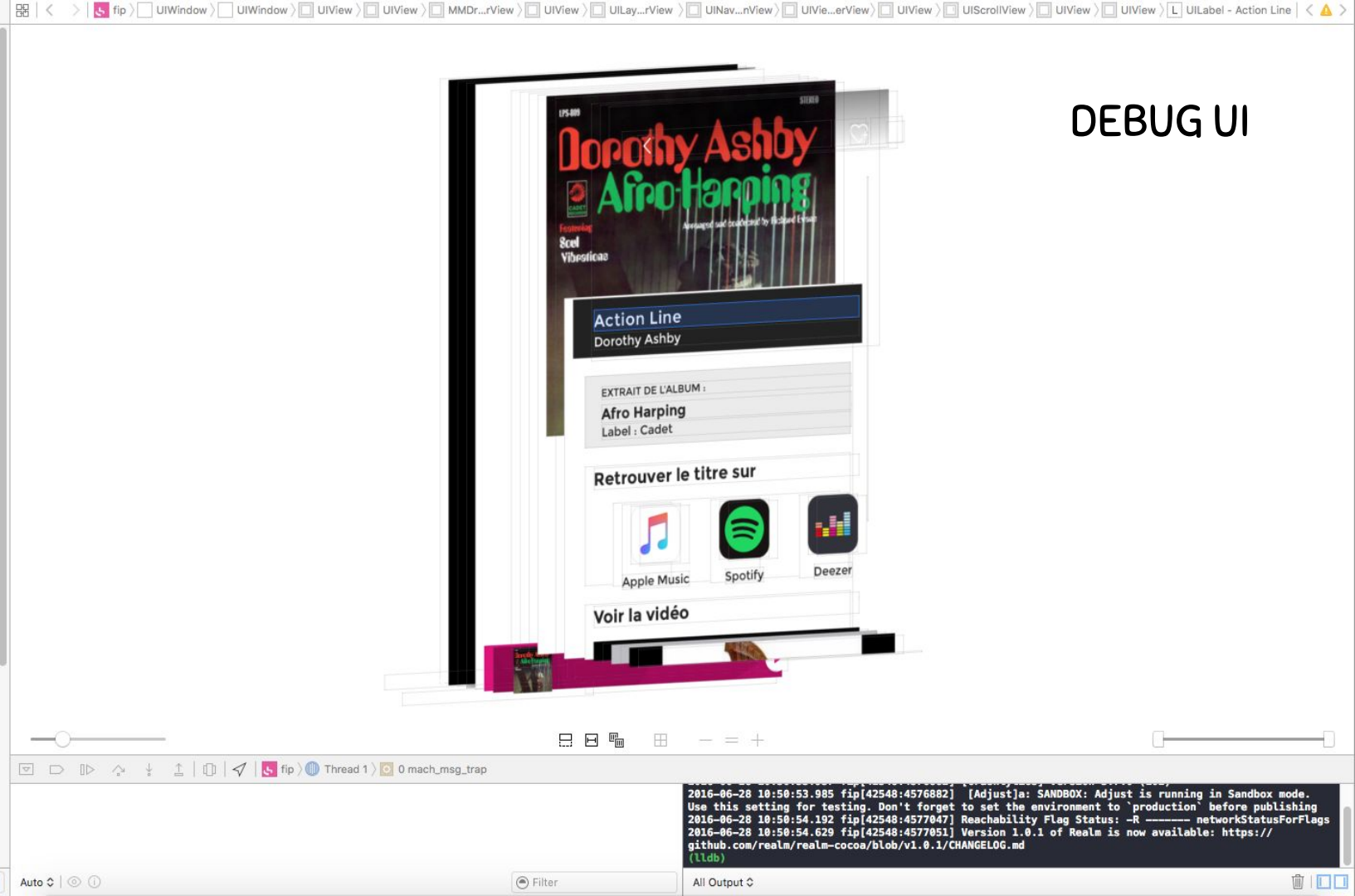


créer une  
contrainte  
entre deux  
éléments

Contraintes  
existantes

ajout de  
contraintes







***VOUS BOSSEZ COMMENT ?***

Parce que ça commence à  
m'intéresser.





# ***SWIFT***

## ***CHEZ LES POMMES***

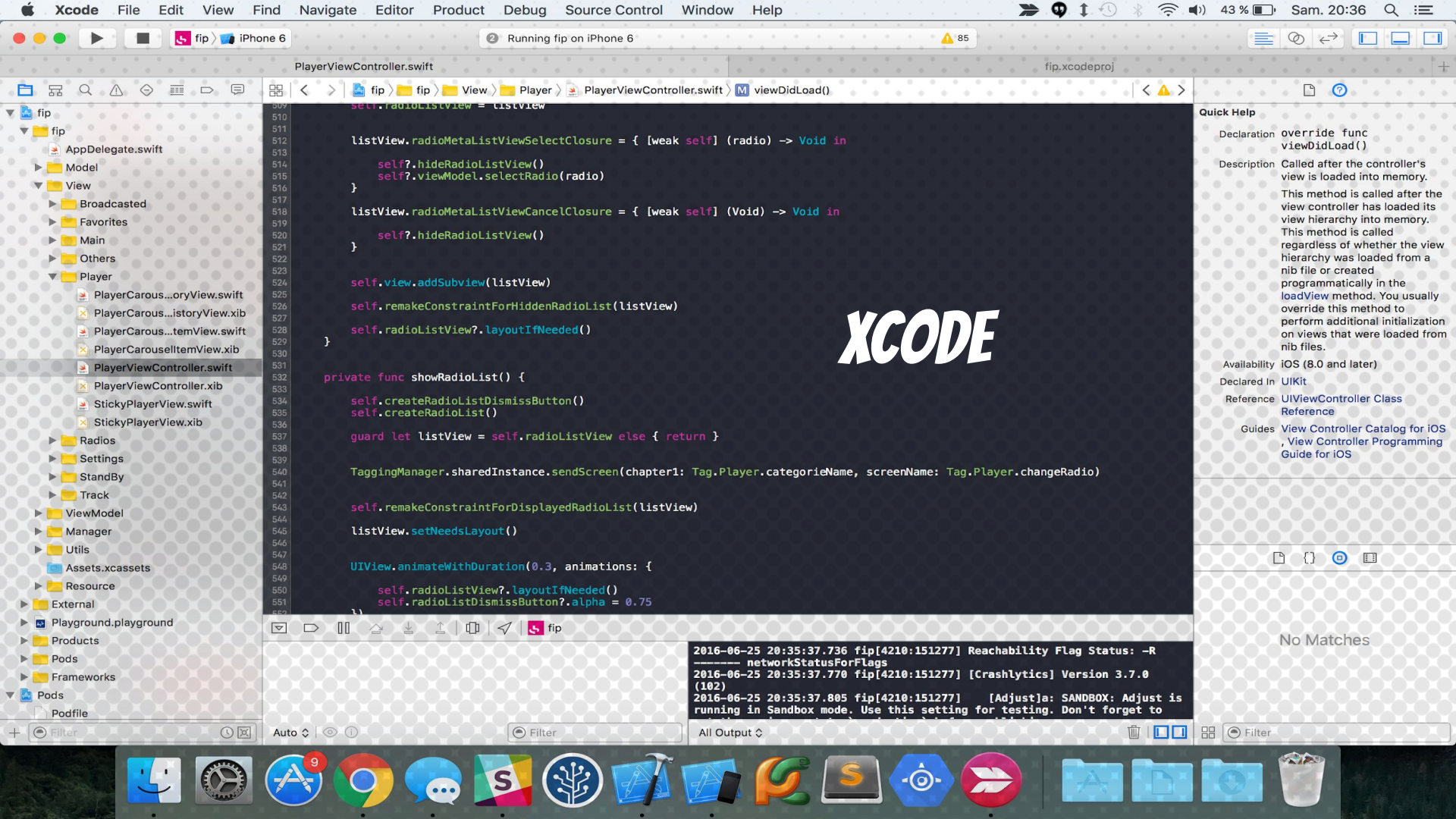
```
func doSomething(message: String, count: Int) -> String {  
    for i in 0...count {  
        aMethod(message: message)  
    }  
  
    return "ok"  
}
```



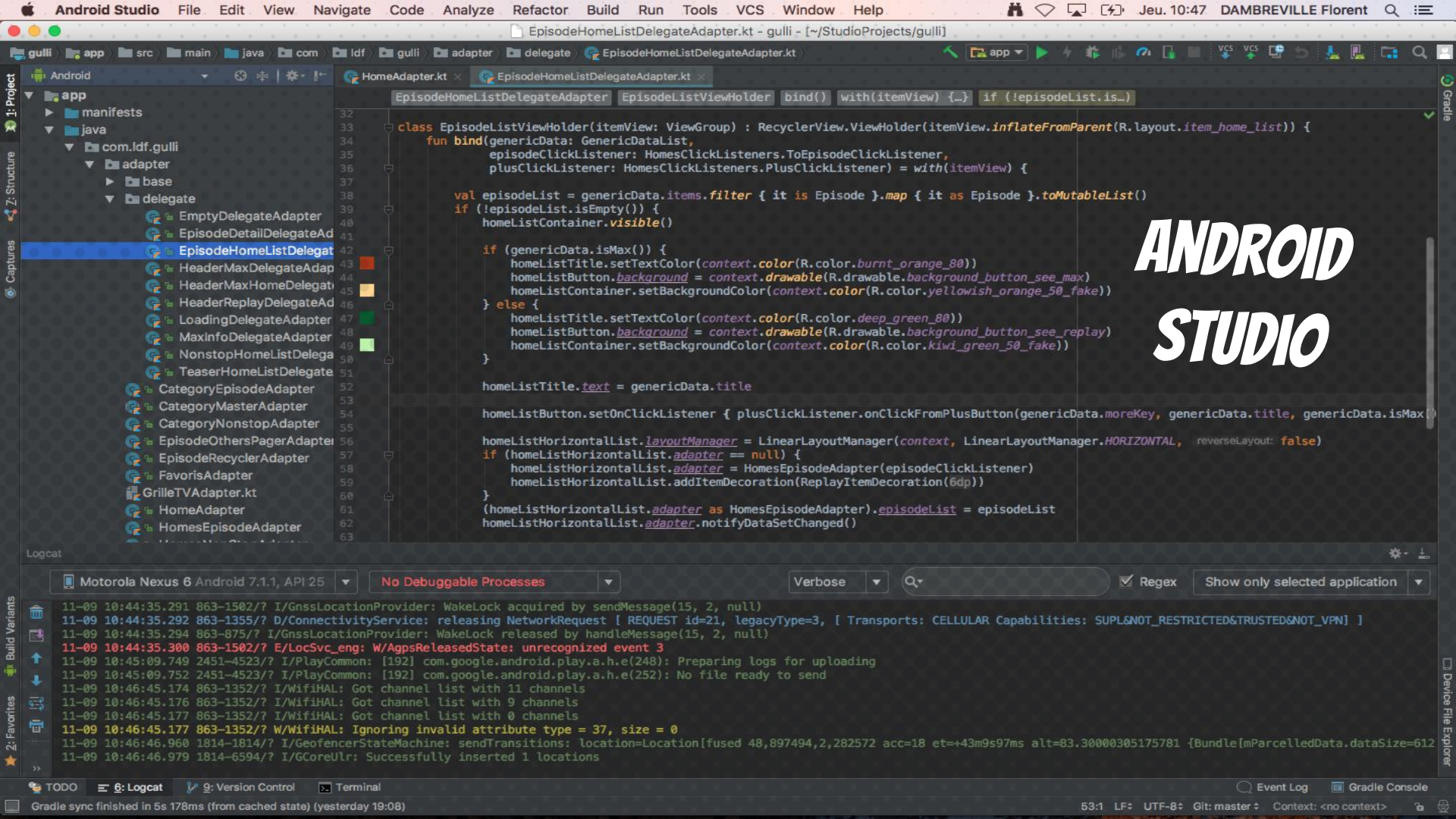
# ***KOTLIN***

## ***CHEZ LES DROÏDS***

```
fun doSomething(message : String, count : Int) : String {  
    for (i in 0..count)  
        aMethod(message)  
  
    return "ok"  
}
```







# ***SIMULATEUR ET ÉMULATEUR***





***DES TESTS !***

***UNITAIRES, UI, SNAPSHOTS...***



# ***DÉPENDANCES***



**⟨COCOPODS⟩**



# ***DES PROBLÉMATIQUES ?***

Ne nous prenez pas pour des  
bisounours.

***COMMENT VOS APPS  
SONT-ELLES  
MISES À JOUR ?***



# ***LA SOUMISSION***

## ***L'ÉPREUVE DU FEU***





# ***FRAGMENTATION DES APPAREILS***



***CONNECTIVITÉ  
INCERTAINE***



# ***ERGONOMIE ET GUIDELINES***



# ***THANKS!***



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